



"Greetings and salutations all. Time to conduct an experiment!"

## CHARACTER FACTS

### CHARACTER

**Character Titles:**  
Tech Lead

**Character Role:**  
The Eccentric Scientist

**Character Goal:**  
To be incredibly innovative with inventions

**Character Description:**  
An eccentric inventor, Gary the Gadget Guy seeks to develop logical explanations for all that happens in Club Penguin. More interested in ideas than socializing, Gary provides complex solutions to simple problems. He also leads a double-life as the brilliant gear specialist G, a top Elite Penguin Force agent.

### UNIQUE ITEMS/APPEARANCE

- Glasses
- Lab coat

### FAVORITE THINGS

**Drink:** Coffee  
**Food:** Fish dish pizza  
**Game:** Chess  
**Locale:** His laboratory  
**Possession:** His glasses

### FAMOUS DEEDS

- Has created hundreds of inventions that have a daily impact on Club Penguin, including: jet packs, the Pizzatron 3000, the Hydrohopper, the town Clock Tower, etc.
- Is a patron of the arts and sciences. Judges competitions and assists in important cultural events.

"Think outside of the Box Dimension!"

### TOP 5 QUIRKS

- Leads a double life, as his secret alter ego 'G', a secret EPF tech lead.
- Gives complex solutions to simple problems. Seems oblivious to the potential danger of his experiments.
- Continually slips into a more advanced vernacular. Usually followed by a layman's explanation of what he just said.
- Being frozen by Herbert affected his mind. Gary was always eccentric and now he's a little more unhinged.
- 'Thinner' than most penguins. The result of late night coffee binges.

### DEFINING MOMENT OF AWESOME

Lifting the entire island out of water to fix a window.

### RANDOM FACTS

- Collects Stamps, insects, pins, comics
- Watches the "Night of the Living Sled" series every Halloween
- Most of his inventions explode during early development

### FRIENDS AND COMPANIONS

- Aunt Arctic
- Rockhopper
- Dot the Disguise Gal
- Jet Pack Guy
- Rookie
- All EPF Agents

## CHARACTER REACTIONS

### GETS SCARED

Yelps in surprise. For a brief moment, he's extremely physically animated - all flailing limbs. Then he blushes and says, "Looks like you got me..."

### VERY HUNGRY

A light eater—but a compulsive snacker. Ruins his appetite with small snacky foods, but there's always room for pizza.

### GIVEN A GIFT

Carefully preserves the wrapping paper. Examines gift carefully. "Fascinating. I have just the use for this!"

### COMPLIMENTED

Would smile unabashedly and say something like, "Your objective assessment is flattering. I appreciate your analysis."

### GETS BORED

Politely excuses himself from the room to return to his experiment.

### GETS ANGRY

Stern expression. Voice remains even, but sentences shorten. Not quite curt, but very to the point and a bit jittery. "That is unacceptable."

### GETS SAD

Tight lipped. Sadness expressed entirely in eyebrows. Will pull out a handkerchief if necessary—dabbing eyes and long honking nose-blows.

### STUBS 'TOE'

An awkward, "Gaaaahhhh", as he stumbles to the floor. Describes his discomfort in scientific detail, "Zounds! That was biologically unpleasant."

## CHARACTER TRAITS

### EMBODIES

Curiosity, Invention

### TRUE COLORS

Green, Gold, Blue, Orange

